LOADING INSTRUCTIONS

CASSETTE - CPC 6128, 664, and 464. Hold down SHIFT and press the @ key. Enter TAPE then press RETURN. Now follow the following CPC 464 cassette loading instructions. CPC 464 Cassette loading - Hold down CTRL and press the small ENTER key. Press the PLAY button on your recorder.

One of the Central Intelligence Units of the FBI has been attacked! Agents of a hostile Secret Service hold this important Unit under siege, to blackmail the US. government to release a number of spies presently imprisoned. If the demands of the agents are not met by a given deadline, the hotel which is the cover for the Central Intelligence Units offices will be blown up.

However, FBI Headquarters managed to get in touch with a computer-specialist working at the Central Intelligence Units very briefly. The specialist was able to locate the electronic timer of the bomb on the 62nd floor of the hotel. He even manages to find the stop code of the timer before he is finally discovered by his enemies. His opponents deposit him in the basement of the hotel. On the way the FBI man is able to hide various little signs which, if put together, give you the stopcode.

Headquarters decide to put their superagent Trevor on the job. You are Trevor and it is your task against all odds to find the code and make your way to the 62nd floor to defuse the bomb and save the hotel.

INSTRUCTIONS

Trevor must somehow reach the 62nd floor, but headquarters could only brief him with the following:

- The hotel is split up in units of 8 floors each. Within each unit, you can move up or down by using any of the lifts. The emergency exit leads to the next eight floors.
- You need a key to open the emergency exit which is at present in the porter's back trouser pocket which together with its owner has gone into hiding in one of the hotel rooms. But to find the porter you need the master key to open the room doors. But beware, danger lurks behind every door.....
- To stop the countdown, you need the code consisting of 16 parts. You will find 2 parts of the code per 8 floors. Each part of the code will specify a direction. All 16 directions are needed to defuse the bomb. Take care to remember the order in which you found the directions.
- The hotel furniture should be carefully examined and, if possible, used. Behind every piece of furniture a piece of the code may be hidden.

HINTS

- Your opponents know the hiding places of the codes and will tell you about them, provided you can get them to talk!
- Alcohol will get the barkeeper talking, but remember, that you are equally likely to get drunk in the process.
- Use the lifts systematically to save time.

INFORMATION ON SCREEN

You are supplied with 6 different types of information:

1. Your score
2. No. of lives
3. "Key" indicators:_means : You do not have any keys
 K1 means : You are in possession of the masterkey
 ED means : You are in the possession of the key for the emergency exits.
4. Floor No. of floor you are on
5. Information screen
6. Timer Your mission has to be completed before the timer has counted down to zero.

CONTROLS

Joystick or keyboard controlled.
Use the following keys to:
Go up - Cursor up or Q
Go down - Cursor down or A
Go left - Cursor left or O
Go right - Cursor right or P
Fire - Spacebar

Agent Trevor can do the following movements:

Direction/Action

UP - Jump
UP LEFT OR RIGHT - Attack left or right
DOWN - Duck
DOWN LEFT/RIGHT - Examine object(s) in front of Trevor
LEFT - Run to the left
RIGHT - Run to the right
FIRE - Shoot (whilst standing up)
FIRE DOWN - Shoot (whilst ducking)

TIPS

If you are inside one of the lifts, use "UP/DOWN" to move the lift in the right direction.
To open a door, move to the right doorpost and look to the left. Then move the joystick diagonally down. If you have the key, the door will now open.
At the start of the game, use joystick or cursorkeys to enter your name.